# Welcome to Grimcoven!

**Where darkness looms, the Hunt begins.**

***In the shadowed lands of Crowholme, a ruined kingdom gripped by despair, lurk the Griefbound – monstrous entities shaped by the corrupting power of Lament, a mysterious and malevolent force. As a Hunter, you are among the few who have not succumbed to the pervasive despair. Well-trained and equipped, you and your fellow Hunters embark on perilous quests to confront the abominations and learn how to use Lament to your advantage. Each battle is not just a fight for survival but a tactical struggle to reclaim the lost kingdom.***

This tutorial will lead you through the initial Round, introducing you to the game's basic mechanics while immersing you in the haunting world of Grimcoven. Prepare to face the Griefbound, find the balance between power and madness, journey through a story where every shadow hides a new challenge.

This guide is designed to be played by 2 Players, but if you want to learn the game in a larger group, just share the characters and make decisions together. If you want to learn its basics alone, you may still use this tutorial, but you'll have to play two characters at once. Also, keep in mind that the proper Solo Mode has some additional rules that you'll find in the main Rulebook.

*After finishing setup for 2 Players, the game will look like this.*

# Setup the Game

## Build the Map:

In a regular game, Players would choose from multiple Scenarios featuring different Griefbounds. This tutorial playthrough is a simplified version of Scenario 1 of the Undead General, so don't be surprised if you later try this Scenario and see lots of similarities.

## Step 1: Scenario setup

**Build the Map:**

Take the Map tiles that match the numbers shown below and arrange them accordingly. The tiles are double-sided, with the letter A/B describing which side you should use.

**Here is a list of the tiles you'll need:**

- Single-hex tiles:
  - 1-2B Deep Water
  - 2-2A River
  - 2-3A Fog
  - 4-1B Obstacle
  - 4-4A River
- Triple-hex tiles:
  - 2-6A River
  - 5-2B Forest
- Four-hex tile:
  - 5-4B Forest
- Five-hex tiles:
  - 1-4B Forest
  - 2-1B Forest
  - 4-3B Forest
- Six-hex tile:
  - 1-1A Forest

## Populate the Map:

**Place the following components on the Map according to the diagram below:**

*1 random Treasure token (face down)*

*8 Lament Rifts*

*The Well Model*

*Duality Model (Hunter)*

*Gunslinger Model (Hunter)*

*The Undead General Model (Griefbound)*

*3 Portal Models*

SHAPESHIFTING FOREST
The Forest, still imbued with the dark power of the Swarm Mistress, changes into a nightmare every lunar night, which makes it a perfect place for Gunslingers to train their acolytes.
Setup: Place this card next to the Forest Terrain.
Once per Hunter Phase on any Forest space
Action: Take this card. Discard 1 or 1 to teleport to any Forest space.

## Scatter the Lament

- Place **1 Lament** token in Lament Rifts **2**, **4**, **6 and 8**.

## Randomize Environment

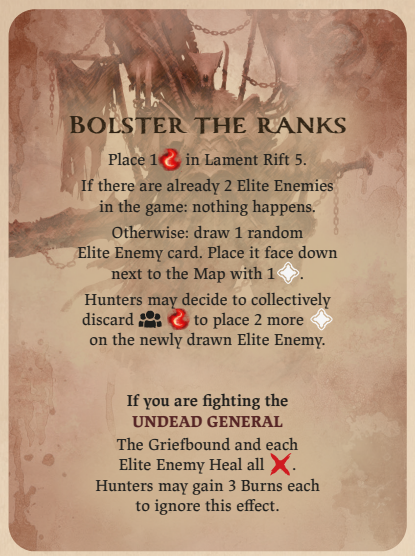
ENVIRONMENT
FOREST TERRAIN
SHAPESHIFTING FOREST
The Forest, still imbued with the dark power of the Swarm Mistress, changes into a nightmare every lunar night, which makes it a perfect place for Gunslingers to train their acolytes.
Setup: Place this card next to the Forest Terrain.
Once per Hunter Phase on any Forest space
Action: Take this card. Discard 1 or 1 to teleport to any Forest space.

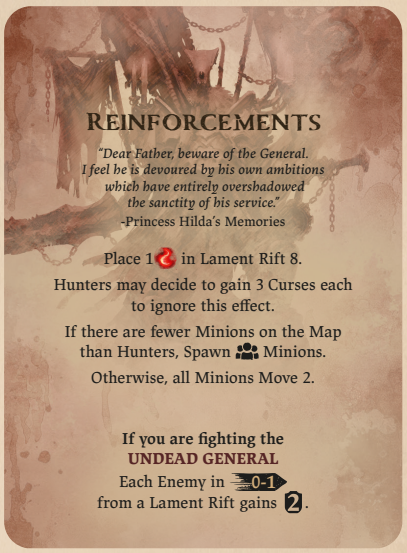
Usually the battlefield is shaped by different Environment elements, like Landmarks, Places, or main Terrain. In a full game, Players would draw various Environment cards to reflect these challenges and opportunities. For this tutorial Scenario, however, please find only the **Shapeshifting Forest** card in the Environment deck and put it next to the Map, as shown on the diagram. Then, put the rest of the Environment cards back in the box.

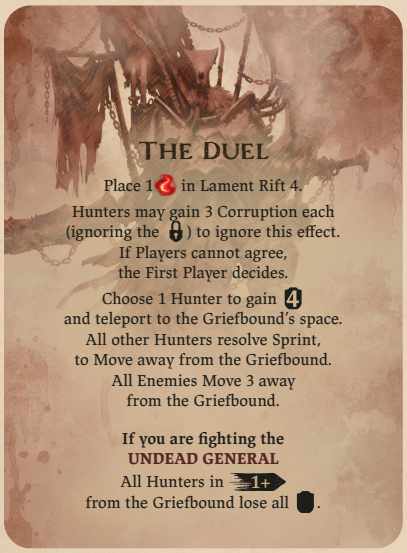
# Step 2: Set up Events and Enemies

## Events

IRON SKIN
Place 1 in Lament Rift 8.
The Griefbound gains 2
for each Hunter in their LoS.
Each Enemy in 1-1
from the Griefbound gains 2.
If you are fighting the
GRAVEYARD DRAGON
For every 2 on the Griefbound,
remove 1 Curse token permanently
from the common pool if possible.


BOLSTER THE RANKS
Place 1 in Lament Rift 5.
If there are already 2 Elite Enemies
in the game: nothing happens.
Otherwise: draw 1 random
Elite Enemy card. Place it face down
next to the Map with 1 .
Hunters may decide to collectively
discard to place 2 more
on the newly drawn Elite Enemy.
If you are fighting the
UNDEAD GENERAL
The Griefbound and each
Elite Enemy Heal all .
Hunters may gain 3 Burns each
to ignore this effect.


REINFORCEMENTS
"Dear Father, beware of the General.
I feel he is devoured by his own ambitions
which have entirely overshadowed
the sanctity of his service."
-Princess Hilda's Memories
Place 1 in Lament Rift 8.
Hunters may decide to gain 3 Curses each
to ignore this effect.
If there are fewer Minions on the Map
than Hunters, Spawn Minions.
Otherwise, all Minions Move 2.
If you are fighting the
UNDEAD GENERAL
Each Enemy in 0-1
from a Lament Rift gains 2.


THE DUEL
Place 1 in Lament Rift 4.
Hunters may gain 3 Corruption each
(ignoring the ) to ignore this effect.
If Players cannot agree,
the First Player decides.
Choose 1 Hunter to gain 4
and teleport to the Griefbound's space.
All other Hunters resolve Sprint,
to Move away from the Griefbound.
All Enemies Move 3 away
from the Griefbound.
If you are fighting the
UNDEAD GENERAL
All Hunters in 1+
from the Griefbound lose all .

- From the Events deck, take out the Event card ***Iron Skin***, 3 Undead General Event cards: ***Bolster the Ranks, Reinforcements, The Duel*** and 4 additional Event cards at random.
- Put aside the **Iron Skin** Event card, then shuffle together the **4 random** Event cards and the **3 Undead General** Event cards.
- Place the Event deck **face down** next to the Map.
- Place the ***Iron Skin*** Event card **face down** on top of the Event deck.
- Put the remaining Event cards in the box.

In a regular game, you would simply shuffle together 3 Griefbound-related Event cards and a given number of random Event cards, but the Iron Skin will be necessary for the purposes of this tutorial.

## Minions

*Convicted Minion Models.*
*There are 4 of each design.*

- Take out the Assassin Minion card from the Minions deck.
- Place it face up near the Event deck.
- Spawn the starting Minions:
  - Take 8 Convicted Models from the box.
  - Place 4 Minion Models on the Map (2 for each Hunter in the game).
    - » Starting from Lament Rift 1, place 1 Minion Model in each Lament Rift, proceeding in ascending order, until all necessary Minions are deployed.
- Place any remaining Convicted Models next to the Map. These will be spawned during the game.

## Elite

*Alchemist Elite model (B)*

- Take out the ***Alchemist*** Elite card (A) from the Elite deck (large card).
- Place the Elite card **face down**, near the Minion card and place on it 1 Universal Marker (C).
  - Normally you would place the Elite card face up and put the Elite Model on the Map in a designated space, but for the purpose of this Scenario, the Elite card is face down – the Elite is inactive for now. Place the Elite Model next to the Elite card.
- Place an Elite Level 1 token (D) below the Elite card to indicate its Health . For a larger number of Players you'd need to use a higher Level token.

## Griefbound

- Place the Griefbound board on the right of the other cards.
- Among the five big and custom-cut Stat cards for the Undead General, find the one with Scenario 1 written on the back of the card and place it in the top-left space on the Griefbound board (A).
- Place a Griefbound Level 1 token (B) on the bottom of the Griefbound board. This indicates the Health of the Griefbound Attack cards. For a larger number of Players you'd need to use a higher Level token.
- Prepare Griefbound cards:
  - Take all cards from behind the Griefbound divider for the Undead General and separate the decks: 4 Stage cards, 5 Final Attack cards, 5 Opportunity cards, 27 Attack cards, 3 Banner cards.
  - Shuffle the Stage cards and place them face down in the Stage deck slot on the Griefbound board (C).
  - Find the Scenario-specific Final Attack card – ***Humble Beginning*** and put it face down in the Attack deck slot shown in the diagram (D). Then, put the remaining Final Attack cards back in the box.
  - Find the Scenario-specific Opportunity card – ***Tear Down*** and put it **face up** in the "This Turn" slot shown in the diagram (E). Then, put the remaining Opportunity cards back in the box.
  - Find the 3 Banner cards, shuffle them together and place them face down next to the Griefbound board (F).
- Create the Griefbound Attack deck:
  - In the Attack cards deck, find the ***Cursed Shot*** card and put it face up on top of the Opportunity card.
  - Shuffle together the remaining Attack cards. Then:
    - » Place 1 random Attack card face up in the Next Turn slot.
    - » Take 3 additional Attack cards at random. Shuffle the cards together and place them face down in the Attack deck slot on the Griefbound board, on top of the Final Attack card. Put the remaining cards back in the box.

In a regular game, the Attack cards setup would look a bit different – you would take more cards and take into consideration their Health Level, but we are simplifying it a bit for the sake of this tutorial.

## Round order standees

Take the 5 Round order standees and place them accordingly:

- ***Step I – Event*** near the Event deck.
- ***Step II – Minions*** near the Assassin Minion card.
- ***Step III – Elite*** near the Alchemist Elite card.
- ***Step IV – Griefbound*** near the *This Turn* Griefbound Attack slot.
- ***Step V – Time track*** in the *Start* space in the middle of the **Time track** on the Griefbound stat tile.

These standees will be of great help when you navigate through the Enemy Phase. In addition, the Time track standee will trigger some extra situations throughout the game.

## Enemy dice

Also, take out the 4 twelve-sided Enemy dice and place them next to the Griefbound board.

**The complete Enemy setup could look as below:**

# Step 3. Player setup

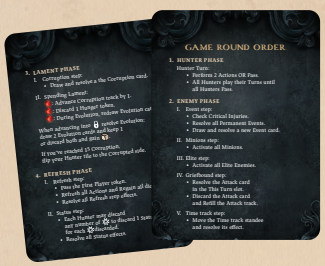
In a regular game, you would be able to choose freely from the selection of 6 Hunters available in the base game, but for the purposes of this tutorial we have to limit your options a bit, so you will choose only from the Gunslinger and Duality.

Even if you play this tutorial alone, set up the game for two Players – you will operate both Hunters.

## Common components

For each Hunter perform the steps below:

- Take a blue (for Duality) or green (for the Gunslinger) Hunter board and place it in front of you.
- Place the corresponding Assist marker in the Assist slot on the Hunter board.
- Take both Help cards and place them nearby – these cards are larger than regular, the same size as Elite cards.
- Place a Corruption marker in the 0 slot of the Corruption track.



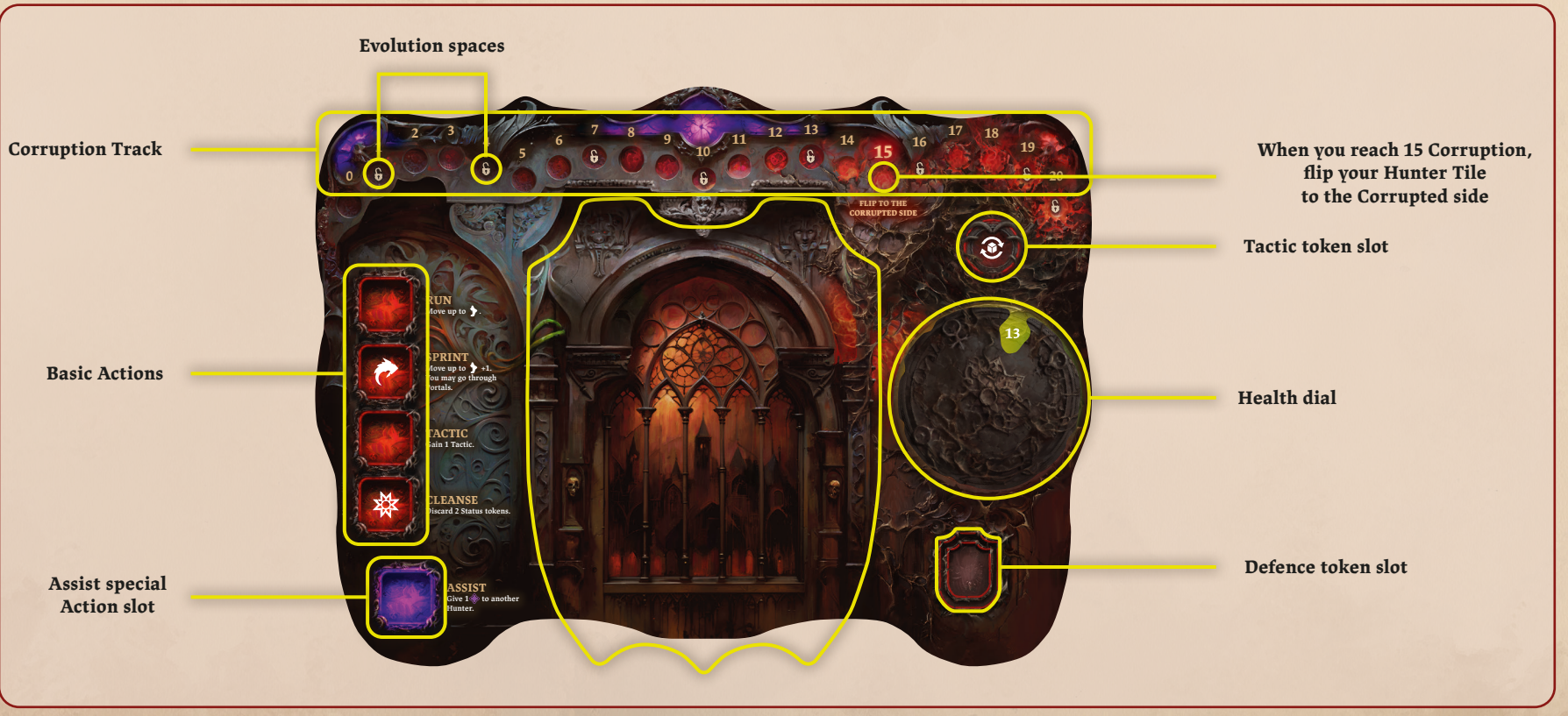

*Help cards*

*Corruption marker*

*Assist markers*

### Hunter board anatomy

Take a look at the graphic below to get accustomed with the purpose of various spaces on the Player board.



# Hunter setup

## Hunter's components:

### Hunter setup – Duality – Player with the blue Player board

- Take Duality's Hunter tile, Corrupted Duality Model, all 3 Light Wing and 3 Dark Wing tokens and the cards from behind the Duality divider: 3 Weapon cards, 3 Armor cards and 28 Evolution cards.
- Place the Hunter tile in the center of the Hunter board.
- Set the Health dial on 14 to match Duality's maximum Health.
- Shuffle Duality's Evolution deck and place it face down near the Hunter board.
- Place the ***Cinquedea and Rapier*** Weapon card and the ***Assault Armor*** card face up near the Hunter board. Put the remaining Weapon and Armor cards back in the box.
- Take the following dice: 2 black, 2 blue, 1 green. Place the dice on your Hunter tile. These are your starting dice, according to your Weapon and Armor cards.
- Place 3 Wing and 3 Wing tokens next to the Hunter board. You will be able to gain them during the game.
- **Take the First Player standee**. Normally, it would be given to the Hunter with the lowest Health, but for this tutorial we need to change it a bit.

*Light Wing token*

*Dark Wing token*

*First Player standee*

### Hunter setup – Gunslinger – Player with the green Player board

- Take the Gunslinger's Hunter tile, Corrupted Gunslinger Model, all 10 Bullet tokens and the cards from behind the Gunslinger divider: 3 Weapon cards, 3 Armor cards and 28 Evolution cards.
- Place the Hunter tile in the center of the Hunter board.
- Set the Health dial on 13 to match the Gunslinger's maximum Health.
- Shuffle the Gunslinger's Evolution deck and place it face down near the Hunter board.
- Place the ***Long Rifle*** Weapon card and ***Scout Armor*** card face up near the Hunter board. Put the remaining Weapon and Armor cards back in the box.
- Take the following dice: 3 green, 1 black, 1 blue. Place the dice on your Hunter tile. These are your starting dice according to your Weapon and Armor cards.
- Place all Bullet tokens near the Hunter board. You will be able to gain them during the game.

Normally, you would roll your dice at the beginning of the game, but for the purpose of this guide, the dice for the Gunslinger and Duality are set up:

**Duality's dice:**

**The Gunslinger's dice:**

> ### Starting dice
> The starting dice you get are defined by your starting Items set – shown in the top right corner of each Item. In a regular game, you will be able to freely combine Armor and Weapon cards to match your favourite playstyle, but for the purpose of this tutorial we have to pre-define them.

# Step 4: Additional setup

Now, take out from the box two additional, yet important, decks.

**Corruption deck –** this contains cards that describe the effects that the corruptive power of Lament has on the Hunters. In the Corruption deck, find the **Yearning** and **Carnivorous** cards (one copy of each). Shuffle the rest of the deck and place the Carnivorous card on top of it **face down**, then put the Yearning card on top of it (**face down**). Put the deck in a convenient place next to the Map.

**Secret deck –** this contains some special cards with extra rules and effects that only happen once in a while, but can thoroughly change your game or add breathtaking narrative flavour to your hunt! **Do not** shuffle it, then put it in a convenient place next to the Map.

**Congratulations!** Now, the setup is complete and in a moment, you will start your first Hunt in Grimcoven!

# Playing the Game

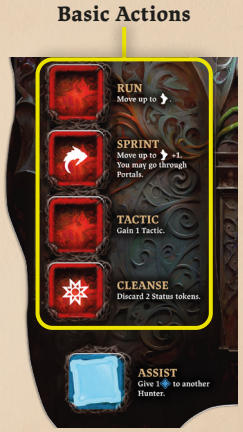
This tutorial will lead you through a single full Round of the game and explain to you the most important rules. When you finish reading this guide, you may decide to keep on playing or start a brand new game. From now on, please read all text in this tutorial out loud so that all Players get familiar with the rules. Now, pass this booklet to Duality's Player.

## Flow of the game

One game session is called a Scenario. Each Scenario is divided into a series of game Rounds. Each Round has a set structure, split into 4 Phases:

1. **Hunters Phase** – in this Phase, Hunters will play their *Turns* by resolving *Actions*. Every Turn a Hunter has to perform *two Actions*, but there are **multiple Turns in a Round**. This way, you will Move on the Map, attack, gather Treasures and the Lament, defeat Enemies and ultimately kill the Griefbound to win the Scenario or die trying.
2. **Enemy Phase** – in this Phase, first resolve Events and check the loss conditions of Critical Injuries. Then all Enemies will be activated. This includes resolving Minion, Elite and Griefbound activations. The Enemies will have a chance to pay you back.
3. **Lament Phase** – in this Phase, each Hunter will resolve the effects of Corruption and Hunger – the consequences of using Lament. Also, Lament will be spent to upgrade your Hunter.
4. **Refresh Phase** – in this Phase, the Hunters will Refresh all available dice and Actions, and resolve Status token effects, as well as pass the First Player token.

# Hunters Phase




Hunter Turns are resolved in clockwise order, starting with the First Player. Each Hunter performs their Turn by resolving exactly 2 Actions. Then, the next Hunter in clockwise order resolves their Turn. Hunters may play as many Turns as they like (2 Actions per Turn) as long as they have available dice and/or Actions.

Every Hunter has access to Basic Actions, which are always available on their Hunter board, like Run or Tactic. These are the foundation of mobility, positioning, and preparation. But to strike at the Enemy, Hunters must rely on attacks and other Special Actions found on their Weapons and Evolutions.

Mastering when to move, when to prepare, and when to strike is key to surviving the Hunt.

## Run Basic Action

The **Run** Basic Action allows a Hunter to Move across the Map, getting closer to Enemies or strategic positions. Each Hunter has a **Movement value** that tells them how many spaces they can Move during this Action.

To Move, the Player simply places a **die** with any symbol into the **Run Action slot** on their **Hunter board**. The die will stay in that slot until the end of the Round. Then, the Hunter Moves **up to** the number of spaces equal to their **value**. If you want, you can move fewer spaces than your value.

Movement is **restricted to adjacent spaces**, meaning a Hunter can only Move to spaces directly connected to their current location. A single space is a single hex on a Map tile. If a Hunter ends their Move on a space with a **Lament token** or **Treasure**, they can gain it. If there's a **Status token** on the space, they **have to** gain it. Be careful – **Deep Water** and **Obstacle** spaces are impassable. You cannot move through them or finish the movement on them!

## Model limit on a space

There can only be up to 4 Models on a single space – no matter what kind: a Hunter, Elite, Minion or an Environment element (e.g. Well or a Portal). The only exception is the Griefbound, which is considered as **2** Models for that purpose.

If a Model would need to enter a fully occupied space, push one of the Companion, Minion, Elite or Hunter Models on that space to an adjacent space. Griefbound and Environment Models can never be pushed when a Model enters their space.

## Line of Sight (LoS)

**Line of Sight (LoS)** is a line measured from an edge of a space to the edge of another space and is required while performing some Actions, which means there must be a clear, unobstructed straight path of spaces between the Hunter and the target. This means nothing that blocks LoS should be in the way. The things that block LoS are only **Map spaces: Obstacle and Fog. If you're in a space with Fog you can't draw LoS to other spaces. A Model is always in its own LoS and Models on the same space are in one another's LoS.**

*Yellow spaces are in the Undead General's LoS.*

## Duality's First Turn

During this Turn, you will perform your first Movement and deal some Damage to the Undead General.

### 1st Action – Run

- To Move, you need to spend a die. There are no dice requirements for this Action, so you can use any symbol. Place a die with a symbol in the Basic Action Run slot on your board to activate the Action.
- Move Duality 2 **spaces** forward, towards the Griefbound's space. Place Duality Model on the space with the Undead General.
- The used die remains in this slot until the end of this Round. You won't be able to use this Action again this Round unless some Special effect allows you to Refresh this Action. All Actions are Refreshed in the Refresh Step.
- Look at your Hunter board. Duality has a Special ability – Balance. You've just resolved an Action using only a black die to Move. This means the Special ability effect can apply, and you gain 1 Wing. Place the Wing on your Hunter tile.

### Gaining Wing tokens

Remember that gaining Wing and Wing tokens due to the Balance ability on Duality's Hunter tile may be resolved **at the beginning** of an Action. This time, we did it differently just for a better flow of explaining the game.

Duality's Special ability, Balance, allows you to also do a **Special Action** later in the game. You can discard both Wing AND Wing tokens to **Restore a discarded die**. It's a powerful tool for maintaining flexibility during your Turn, so remember about it when you need to use an extra Action!

### Dealing Damage

As you can see on your Hunter board, there is no attack Basic Action. To perform an attack, Players choose a **Weapon, Armor or Evolution card** with an Action that allows you to deal Damage. These cards quite often have specific **symbol** requirements, such as the **symbol**. Players will place the required dice into the specific card's slots and then **apply the given amount of Damage** .

#### Range

1-2 **Range** refers to how far away a Hunter can attack. Some attacks can only target Enemies that are **adjacent** (directly next to them), while others can target Enemies at a specific distance. Each Attack card will show the **Range** required to perform the Action. For example, if an attack says 1-2, it means the attack can target Enemies that are **1 to 2 spaces away** from the Hunter.

### 2nd Action – Deal Damage

1. Choose a card:
   - Look at the **Weapon card, *Cinquedea and Rapier***. Its second Action allows you to **deal Damage** . The slot has a requirement of symbol.
2. Place dice:
   - To activate the attack, place the required **black die with** the **symbol** into the **attack slot**. This die will stay in this slot until the Refresh step.
   - The *Balance* ability triggers, giving you 1 .
   - You are in **Range to attack**, as you are standing on the same space as the Griefbound, meaning in Range 0.
3. Resolve the attack:

CINQUEDEA AND RAPIER
Gain 2. Instead, you may discard 1 to gain 4 or discard 1 Status token.
Deal 1 in 0
You may discard 1 to deal 2 instead.
CURSED SHOT
Move 2.
FOCUSED: Move 2 to a space with LoS to a Hunter.
Attack all Hunters in 0-5 and LoS with 3.
+1 Curse.
LEVEL:
1
5
6
7
ARM
3|2
Reward for Removing this card
Body part and HP indicator
HP of this card

   - **Damage** dealt is determined by the **attack Action** on the card you've chosen. With this Action, Duality deals 1 to the Griefbound.
   - The second part of this Action allows you to **discard to deal some additional** : 2 instead of 1. Let's discard the token to deal 2 . Put 2 tokens on the Cursed Shot Attack card.

### Killing the Griefbound

To **kill the Griefbound**, Players must weaken the Griefbound by **destroying all but two of its Attack cards and then destroy the Final Attack card.** To achieve that, you have to **deal enough Damage** to the cards. Each card corresponds to a **Body part** and has Health indicated by it. The Undead General is on Level 1, meaning you have to **deal 7 to kill the Cursed Shot Attack card, as the "Arm" indicates.**

This card has a **FOCUSED effect**. If there are at least Player Number Damage tokens on this card, the FOCUSED effects will not be resolved in the Enemy Phase. Since there are two Hunters in this tutorial and Duality just dealt 2 , the FOCUSED effect will not activate this round!

**Removed card:** if you manage to deal the indicated number of to an Attack card, you get two prizes! First – Lament – the Hunter that dealt the last wound gains the number of Lament tokens indicated by the first number (in this example, 3), and each of the other hunters gains Lament equal to the second number (in this example, 2). Then, the Hunter that dealt the last Wound resolves the Opportunity card that's underneath the "This Turn" Attack card.

Once you've completed your two Actions, your Turn is over, but you will still be able to make further actions this Round once all other Hunters finish their first Turn. Now, pass the guide to the Gunslinger's Player and get ready for the next Turn of the Hunt!

## The Gunslinger's Turn

During this Turn, you will perform a Sprint through a Portal and strengthen your Defense.

### Sprint Basic Action

The **Sprint** Basic Action gives your Hunter a boost in speed. By placing a die with the symbol into the **Sprint slot**, your Hunter can Move **1 additional space** beyond their usual Movement value. This is helpful for quickly closing in on enemies, dodging danger, or reaching strategic locations faster.

What makes **Sprint** even more useful is its interaction with **Portals**. While Sprinting, you can **Move through Portals** – special spaces that let you Move from one Portal to another, regardless of the distance (the spaces containing Portals are treated as adjacent to each other if you use Sprint). This can give you a great advantage, letting you quickly reposition across the Map and get closer to the Griefbound or a safe space.

### 1st Action – Sprint

- Place a **green die with a symbol** in the **Sprint slot** on your Hunter board.
- You can Move up to **3 spaces** (+1). Let's collect some Lament tokens and position better for attacking Minions. The Lament will be used later on to upgrade your Hunter.
- The Sprint Action allows you to **Move between Portals**, so use it to get across the Map.
- Move to the space with **Lament Rift 8** and end your Movement there. Whenever you finish an Action on a space with a Lament or Treasure token, you **may** pick it up, so **pick up** the Lament token.
- Place the Lament token on your **Hunter tile**. It does nothing for now and will be explained later.

### Gaining Defense

This Action is all about strengthening your Defenses. By gaining **Defense tokens**, Hunters can reduce the amount of Damage they take when attacked by Enemies, such as the Undead General. These tokens come in two values: **Defense 2** and **Defense 4**.

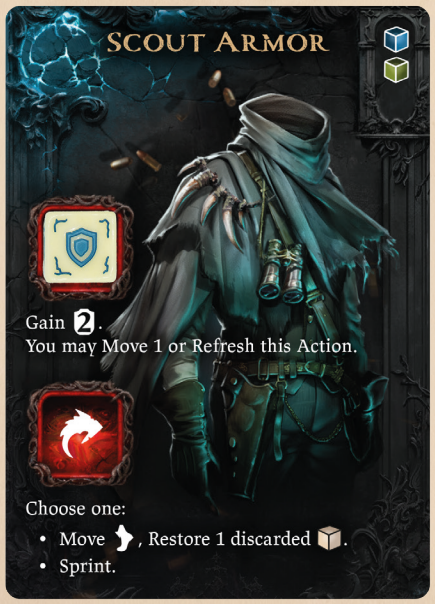
*Defense tokens 2 and 4*

Each Hunter can only store a single token in each corresponding slot on the Hunter board and Hunter cards. If there's no available space, they cannot gain new Defense tokens, but if you already have a single 2 token and gain another one, you can change it into a 4 token!

Remember, if you're being attacked and have Defense tokens, you can use them to reduce incoming Damage . However, any excess Damage over the token's value is still applied, and you have to discard the token even if you are blocking less Damage than the value. So use your tokens wisely!

### 2nd Action – Gain Defense

- On your **Armor card**, *Scout Armor*, you can find an Action that effects in gaining a Defense token. Place **a blue die with a symbol** in the **slot** and gain a 2. Place the token in the specific slot on your Hunter board, bottom right corner.
- As at next part of the Action, you may **Move 1** or **Refresh this Action**. Let's get to the space where you will have **Line of Sight** to the Minion on the other side of the Map. **Move 1** to the space between Lament Rift 8 and the Well.



### Refreshing Actions

Instead of Moving, you could have Refreshed this Action. In such a situation, you'd discard all the dice from the Refreshed Action so that you might use different dice to activate that Action again. Dice from a Refreshed Action are not available and go to the discarded dice pool. To use those dice again this Round, you would need to use a Restore dice effect that can be found on some actions.

- You're now **well positioned and better protected** for the upcoming fight. You've completed your two Actions, so your Turn is over. Pass this booklet to Duality's Player.

# Hunters' Second Turn

## Duality's Turn

During this Turn, you will gain a Tactic token to improve your future options and use a Terrain feature.

### Tactic Action and Tactic tokens

The **Tactic Basic Action** gives you a Tactic token.

At any point during the game, Hunters may **discard a Tactic token** to reroll any number of dice they currently have in their Active pool. This can be especially helpful when you need to adjust your dice outcomes to ensure a better chance of success, whether it's for an attack, Movement, or any other Action.

Hunters can choose to **use the Tactic token as an Action** during their Turn. The effect is the same as explained above, but this gives you the chance to plan your Turns more strategically and postpone some maneuvers until the other Hunters make important moves.

Each Hunter can only store a single token in each corresponding slot on the Hunter board and Hunter cards. You begin with only one Tactic slot on your Player board. More can be found on the Evolution cards. If all slots are full, you can still take the Tactic Basic Action, but you have to **use the Tactic token immediately** to reroll **any number of dice** in your Active pool.

By using the Tactic Action, Hunters can stay flexible and adapt to changing circumstances, gaining a strategic edge as they prepare for the challenges ahead.

### 1st Action – Tactic

- Place the blue die with a shield symbol in the **Tactic Action slot** on your board.
- Gain **1 Tactic token** and place it in an **empty Tactic slot** on your Hunter board, upper right corner.
- Remember the ***Balance*** Special ability – you have just resolved an Action using only a blue die. This means you **gain 1** wing.

## Double symbols and double symbol slots

When you roll a double symbol on a die, you can always use it as a single symbol of the same type.

Some Actions require you to use a double symbol in a single slot (like the top Action on Duality's Cinquedea and Rapier), but you can always use a pair of dice with a single symbol of the same type and use them to fill in such a slot – just place one on top of another.

### 2nd Action – use Terrain

SHAPESHIFTING FOREST
The Forest, still imbued with the dark power of the Swarm Mistress, changes into a nightmare every lunar night, which makes it a perfect place for Gunslingers to train their acolytes.
Setup: Place this card next to the Forest Terrain.
Once per Hunter Phase on any Forest space
Action: Take this card. Discard 1 or 1 to teleport to any Forest space.

Look at the Griefbound's "This Turn" Attack card – the Undead General will Move to the closest Hunter and strike anyone in 0-5 AND LoS from him. There are a few ways to get away, so let's take a look at the Shapeshifting Forest Terrain card.

You can discard a die with a or symbol to Teleport to any Forest space – a very nice option! Let's use it.

- Place the green **die with a symbol** next to your Player board – it's now a discarded die. You will be able to Restore it later using Duality's Special ability, *Balance*.
- You can place your character on any Forest space. Almost all of this Map is Forest, so place Duality's Model on the space with Lament Rift number 3. There is a Minion there that we will take care of later.
- Take the *Shapeshifting Forest* card and place it next to your Hunter board. It's been used and will be available again next Round.

You're now safe from the Griefbound and in a great position to strike the Minion in the next Turn! Now pass this booklet to the Gunslinger's Player.

## The Gunslinger's Turn

During this Turn, you will kill your first Minion and Assist to share your resources with Duality.

### Minions

Minions are the weakest type of Enemy – each has only 1 , so a single hit is enough to kill them. Still, they can be dangerous in groups or when ignored.

Defeating a Minion grants 1 . Minions may sometimes carry a single token, which must be bypassed with extra Damage or effects that ignore Defense. Or just hit it twice with 1 attacks – Enemies must always use a Shield token if able, no matter how much Damage you inflict to them.

### 1st Action – kill a Minion

Use your *Long Rifle* Weapon to target the **Assassin** in the space with Lament Rift 2. It is **in LoS** and in required Range, as the target has to be 2 or more spaces away.

- Place a black die with on the first slot on the Weapon.
- **Resolve the attack:** Deal 1 to the Minion. You kill it as it has 1 . Discard the Minion from the Map.
- Gain 1 token from the common pool and place it on your Hunter tile.

### Assist Action

Assist allows a Hunter to lend a die to another one. A die with any symbol is placed into the Assist slot on the Hunter board, and the Assist marker is given to a chosen Hunter.

The marker is added to that Hunter's Active pool and counts as exactly the same die used by the assisting Hunter (regarding both the die's color and symbol). It can be used to pay for any Action requiring that symbol.

### 2nd Action – Assist

Duality could kill another Minion with your help, so let's do that.

- Place a green die with a in the **Assist** slot on the Gunslinger's Hunter board.
- Give your **Assist marker** to Duality. She adds it to the Active dice pool.

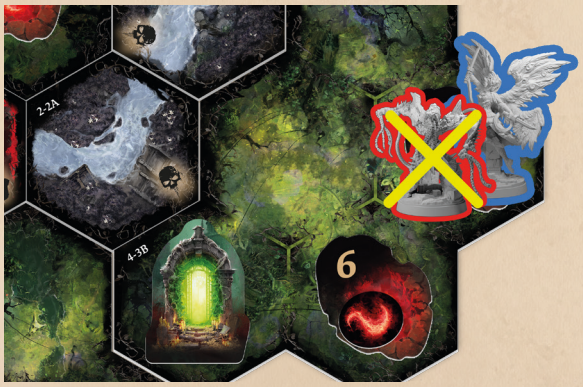
## Hunters' Third Turn

During this Turn, you will kill another Minion and use your Balance ability to restore a die.

### Duality's Turn

Let's use the Assist marker and kill another Minion. The second Action from your Armor card is quite powerful and you happen to have 1 .

### 1st Action – kill a Minion



Assault Armor
Choose one to resolve:
• Move .
• Gain 1 .
• Discard 1 to Sprint.
Deal 1 in 0.
You may discard to increase the Range of this Action by 1.
If you dealt any , gain 2.

- Place a blue die with a and the Assist marker that represents onto the bottom slots on the *Assault Armor*.
- **Kill the Minion** in your space. Gain 1 token and place it on your Hunter board.
- Continuing with the effect, you gain 2, as you have dealt some . Place it in the indicated space on your Hunter board.
- **Remember!** You don't get a Wing because you used two different colors of dice.

### 2nd Action – use Balance Action

Since now you have a discarded die and a set of 1 Wing and 1 Wing, you can use your Balance Special ability to Restore the green die!

- Discard both Wings and set the die on a symbol. Place it on your Hunter tile. Normally, you would roll the die, but we need to do it this way for the tutorial. You'll be able to use it later this Round.

Now pass this booklet to the Gunslinger's Player.

## The Gunslinger's Turn

During this Turn, you will use your Special ability.

You have only 1 die left to use, so let's use your Special ability, *Special Ammo*. The Gunslinger's advantage is the Bullets he can forge. You can discard all available Bullets during dealing Damage for some additional bonuses. This one grants you +1 Damage.

Remember that in each Bullet slot you can have only 1 Bullet and when you Forge a Bullet with an Action, you can only place the Bullet in the slot connected with that Action!

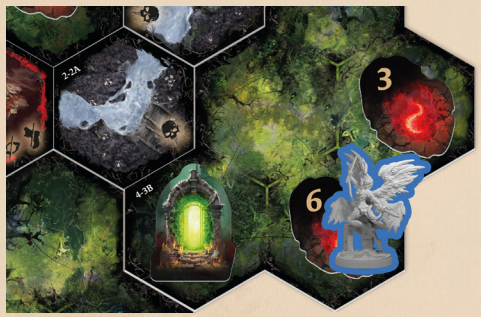
### 1st Action – Forge a Bullet

- Place the last die in the Special ability slot.
- Place the Bullet token in the indicated slot.

You are out of dice to use, so you Pass – you won't be able to perform any Actions until the next Hunters Round, even if you get an Assist token or a die from any source.

## Hunters' Fourth Turn

### Duality's Turn




Now with the restored die, perform a Sprint Action to gather some more Lament.

- Place a **die with a symbol** in the **Sprint slot** on your Hunter board.
- Move to the space with Lament Rift 6..
- Take the Lament token and place it on your Hunter tile.

You have no more dice to use, so you have to Pass.

Since all Hunters have Passed, the Hunter Phase ends and we move onto the Enemy Phase!

# Enemy Phase

This Phase is divided into five steps, and is resolved for all the Players. As you set up earlier, the step standees are a reminder of how to follow this Phase step by step. Let's do it together now.

At the beginning of the Enemy Phase, you have to check the Critical Injury cards. If any of the Hunters had them, the effects would apply. But no one is critically injured yet, so skip this for now.

## 1. Event step

This step introduces unpredictable changes to the battlefield, most often with negative effects. Some Events are disposable, some are Permanent. The Permanent Events usually come from Griefbound Stage cards (that will be explained later) and stay in play until discarded by an effect.

Event effects are rather harsh and may force Players to make difficult choices. Some require a cost to activate an effect (e.g. "discard X to gain Y"). If the cost is not paid, the effect does not happen.

1. Firstly, resolve all Permanent Events, but there are none right now, so skip this step.
2. Then, you always draw an Event card. Reveal the top card of the Event deck – it should be the Iron Skin.

**Important:** if the Event deck is empty and a card needs to be drawn, the Scenario is lost!

Now, let's resolve the Event card step by step. Follow the instructions below.

### Event: Iron Skin

IRON SKIN
Place 1 in Lament Rift 8.
The Griefbound gains 2
for each Hunter in their LoS.
Each Enemy in 1-3
from the Griefbound gains 2.
If you are fighting the
GRAVEYARD DRAGON
For every 2 on the Griefbound,
remove 1 Curse token permanently
from the common pool if possible.

- Always resolve Event cards from top to bottom, left to right. First of all, below the card's title there is an indication where to **put a new Lament token**. This means a new Lament token appears on Lament Rift 8 – place it there.
- All Event cards are divided into two sections – one that has a **general effect** that will always apply, and the second part is dedicated to the **specific Griefbound** in play. Now, let's read the card and resolve the applicable effects.
- The Gunslinger and Duality are **not** in the Undead General's Line of Sight, so the first effect can be skipped.
- Continuing with the effect, there is an Enemy in **the exact Range of 1** from the Griefbound – the Assassin on Lament Rift 1. Place a 2 token on the Minion.
- **The bottom part of the Event** would be resolved if you were fighting the Graveyard Dragon. Since you're fighting the Undead General it is skipped, but beware – there are still 3 Undead General's cards in the Event deck that may be very unpleasant to you!
- Discard the Event card.

## 2. Minion step

### Activating Minions

This step handles the activation of all the Minions on the Map. While they are the weakest type of Enemy, they should not be underestimated – a careless Hunter may quickly find themselves overwhelmed.

Each Minion activates one by one, starting with the one closest to any Hunter. If two or more are equally close, choose the Hunter with the highest Corruption on the Corruption track. If there is still a tie, choose the order freely.

Minions follow a simple behavior pattern – check the topmost condition first. If it applies, resolve that Action and skip the rest.

### Minions and Defense tokens

Each Minion may hold only 1 2 token in the slot on its base. Enemies can't have 4 tokens unless a special rule allows them to do so.

### Activate the Minions

Look at the Assassin Minion card. There are 2 Actions and the first one depends on a specific condition.

- Duality is **in** 0-3 of the Minion on the Lament Rift 1 space, so this Minion Moves to Duality's space and attacks them.
  - Place this Minion on the space with Duality.
  - The Assassin would normally attack with 2, but there's only a single Hunter on Duality's' space, therefore the Assassin gets +1. So roll 3 for the attack and check the results on the Minion card. For each rolled lower the on the Duality's Health dial by 1. Ignore the other symbols.
  - Duality has a Shield token that can be used now to lower the by 2 – you may do this if you wish.
- The other Minion that's on Lament Rift 4 doesn't have a Hunter in 0-3, so it Moves 3 spaces towards the Griefbound.
- As it ends its Move in 0 from the Undead General, the Minion gets a 2 token.

### Instant Danger

Take note – the Minion from Lament Rift 1 Moved through a River space, which has a symbol. It's an instant danger symbol – in a regular game, a Special effect would be triggered by any Model ending its Movement on the space with that symbol, but in this tutorial it doesn't have any Special effects.

# 3.Elite step

In this step, you activate all **Elite Enemies**. These Enemies are much more dangerous than Minions – they have higher Health, stronger abilities, and reward more Lament when defeated.

For now, there isn't an Elite Enemy on the Map; the Elite card is face down with a Universal Marker on it. Look at the card, though. As an activation of this Elite:

- Remove 1 Universal token from this card. This will spawn an Elite – flip the card It should be *Alchemist*.
- Place the matching Model on the **Portal space closest to the Griefbound**.

## Additional Elite rules

Despite the fact that the Elite is spawned in a Portal space, **Portals can't be used** by Enemies during their regular Movement.

In future rounds, the Elite Enemy will perform longer activations and most probably attack the Hunters each time.

**Elites Activation:** they follow a similar pattern to Minions. They have two options and **resolve the first valid Action**. If the Elite attacks, roll the Enemy die and apply the effect according to the result section of the card.

**The Elite's Health** system works similar to the Griefbound's Health. Depending on the Scenario, Elites have different Levels. For the purpose of this tutorial, this Elite Level is 1. The Health of an Elite Enemy is shown using an **arrow icon** on the bottom of the card. This arrow points to a number printed on the attached **Level token** – that number is the card's **current Health**. To defeat an Elite Enemy, you have to deal Damage equal to or more than its Health, which is 5 for now.

**Rewards:** If you manage to defeat an Elite Enemy, you gain in the same manner as for Removing an Attack Card. The killer gains tokens equal to the first, larger number, and the rest of the Hunters to the second, smaller number. Afterwards, you flip the Elite Enemy card and resolve the instruction on the back to see when it will come back to the Hunt!

# 4.Griefbound attack step

*Griefbound stat card*

*Griefbound Attack track*

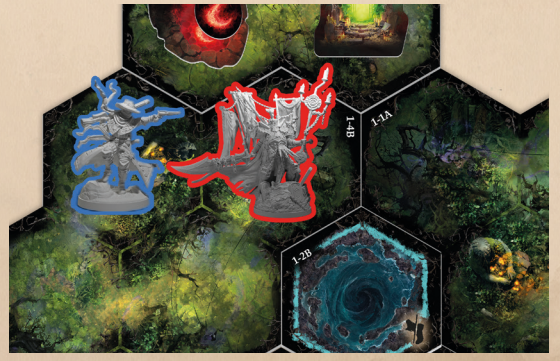
**The Griefbound is not just another Enemy –** it's the greatest threat of the Scenario and the ultimate goal of the entire Hunt. It doesn't act randomly: instead, its behavior is defined by a deck of deadly Attack cards that reveal its upcoming moves.

Everything the Griefbound can do is tracked on its personal Griefbound board and a few key components. On the board you'll find:

- **Griefbound stat card –** shows the Griefbound's name, Special ability, and key traits, like attack die results. It also has a Time track that you will resolve at the end of this Enemy Phase.
- **Attack track –** below the Stat card there is a track for the Griefbound's Attack cards. It is divided into three compartments, each holding a card that determines what the Griefbound will do this and next Turn and one for the remaining deck.
- **Opportunity card –** hidden under the current Attack card, revealed when the card is removed. This is an additional reward for the Hunters if they manage to get rid of the card from the "This Turn" slot.

Now it's time for the Griefbound to strike. Follow the steps below:

**Resolve the "This Turn" Griefbound Attack card, Cursed Shot:**



- **First effect – Move 2 –** same as before, the Griefbound Moves toward the closest Hunter, the Gunslinger in this case. Place the Griefbound on the space adjacent to the Gunslinger.
- Second effect – this effect does not apply as the Undead General is NOT FOCUSED – there are Damage tokens on this card.
- Third effect - Attack all Hunters in 0-5 and LoS – only the Gunslinger is in the Range and the LoS of the Griefbound. Roll 3 .
- Normally, now you would roll 3 to see the effects of this attack, but let's assume that the effects were:

- Now take a look at the Griefbound stat card and check the results:
  - – You're lucky! This effect does nothing.
  - – Some luck again! Since there are no Banners revealed yet, this effect also doesn't deal any .
  - – For this effect, the Gunslinger is dealt 2 . But that's not all! Look at the Griefbound Attack card – it adds an effect to this dice symbol, which means you also gain 1 Curse token.
  - The Gunslinger has a 2 token, so let's use it – discard the 2 token so that you don't get any .
  - The token doesn't protect you from Status tokens, though, so take 1 Curse token and place it on your Hunter tile.
  - Draw and reveal a single Secret card 1 to see what kind of Curse has fallen upon you.
- Discard the resolved Attack card and Wound tokens from it – after resolving (or skipping) the effect, take the card from the This Turn slot and put it to the right side of the Griefbound board to make a stack for discarded Attack cards. If there were any tokens on the discarded card, they are discarded too.
- Slide the "Next Turn" card – move the card from the "Next Turn" slot to the "This Turn" slot. If it has any tokens, leave them – they carry over.
- Refill the Attack track – draw a new Attack card from the deck and place it face up in the "Next Turn" slot.

**Important:** Discarding is not the same as Removing the card. Discarded cards may return later!

## Curse token

This is one of 3 available Status tokens; the others are Burn and Stun.

When you gain a Curse, draw one random Secret 1 card. It will specify the Curse effect. When you discard your last Curse token, return the Secret card to the Secret deck. If you already have a Curse card, don't draw a new one!

If multiple Hunters get Curse tokens, each draws their own Curse card.

The two other Status tokens are explained on a Help card and in the Rulebook on page 22.

# 5.Time track step

**The Griefbound is relentless, and the longer the battle goes on, the more desperate the situation becomes. The Time track represents the passage of time in the Scenario –** and with every round, things escalate.

Each Round, you will advance the Time track standee and resolve the effect of the space it enters.

- Move the **step V** standee forward by one space on the Griefbound Time track, according to the arrows.
- The new space has a **Special** effect – look at the Griefbound Stat card. The Undead General has a special deck of Banners. This means the first Banner is revealed, but it's not triggered yet – it will activate at the beginning of the next Round's Time track step V.
- The second part of the card explains what can be done to destroy the Banner. You have to deal to the Banner equal to the number of Players. This can be done when Damaging the Griefbound – you may decide to assign the to the Banner instead of any of the Attack cards!

Special
Special
Start
Stage
Spawn
Special
Reveal a random Banner.
Banners
At the beginning of Step V resolve all Banner effects in ascending order.
TIME TRACK
V
STEP
III
BANNER OF RAGE
Banner effect: Each Minion deals 1 to each Hunter in 0.
When you deal to the Griefbound, you may deal it to this Banner instead. When this Banner is discarded put it back into the Banner deck.
1

## Additional time track effects:

As you can see there are two other effects on the Time track – Spawn and Stage. They will be resolved in the following Rounds, but let's take a look at them now.

**Spawn:**

When you reach the Spawn space, you place new Minions on the Map. In such a situation, take twice as many Minion Models as there are Players and place them one in each Lament Rift, starting with the Lament Rift with its number 1 higher than the number of Minions currently on the Map. For example – if there are 3 Minions on the Map, start placing new ones from Lament Rift number 4.

**Stage:**

When this effect activates, you have to draw the top card from the Stage deck. This will always result in changing the Level tokens of Griefbound and Elite for higher ones (so those Enemies will have more Health and will be harder to kill). There will also be an additional effect that strengthens the Enemies. It might be a Permanent Event, an instant effect, a new version of the Griefbound's Special effect or some other nasty stuff, always specific to the Griefbound you're fighting against.

**Important** – there can only be 8 Minions on the board, so if you run out of Convicted Minion Models, don't take Undead Minions to place more!

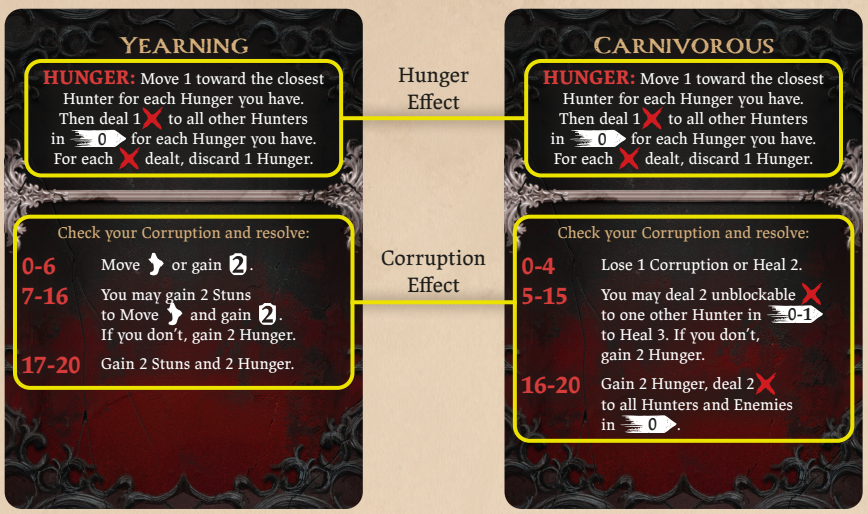
# Lament Phase

## Draw Corruption cards

At this point, you'll check the effects of Corruption on the Hunters. Now, Duality's Player draws the top card from the Corruption deck. It should be the **Yearning card**.

As you can see, the card has two distinctive parts:

If you had any Hunger tokens, you'd have to resolve the Hunger effect first. It represents the Lament-sent urge to make other living beings suffer. But fortunately, you can skip it for now and you won't hurt any fellow Hunters.


YEARNING
HUNGER: Move 1 toward the closest Hunter for each Hunger you have. Then deal 1 to all other Hunters in 0 for each Hunger you have. For each dealt, discard 1 Hunger.
Check your Corruption and resolve:
0-6 Move or gain 2.
7-16 You may gain 2 Stuns to Move and gain 2. If you don't, gain 2 Hunger.
17-20 Gain 2 Stuns and 2 Hunger.
Hunger Effect
Corruption Effect
CARNIVOROUS
HUNGER: Move 1 toward the closest Hunter for each Hunger you have. Then deal 1 to all other Hunters in 0 for each Hunger you have. For each dealt, discard 1 Hunger.
Check your Corruption and resolve:
0-4 Lose 1 Corruption or Heal 2.
5-15 You may deal 2 unblockable to one other Hunter in 0-1 to Heal 3. If you don't, gain 2 Hunger.
16-20 Gain 2 Hunger, deal 2 to all Hunters and Enemies in 0.

The Corruption effect is always resolved. If you have low Corruption, it's most often beneficial, but the more corrupted you get, the worse the effect is. Duality's Player may decide now whether to Move 1 space or to gain a 2 token. Remember that if you still have a 2 token, you can upgrade it to a 4 token. It might be a good decision to Move closer to the Griefbound to save some resources and hit it sooner. On the other hand, you have more options to Move than to gain Defense tokens.

After resolving a card, put it on the bottom of the deck. Afterwards, all other Players draw and resolve their Corruption cards.

The Gunslinger's Player should draw the **Carnivorous card**.

If the Gunslinger had any Corruption, this card would allow him to lower the Corruption by 1, thus sometimes allowing for resolving the same Evolution Lock more than once (more about Locks below).

But since the Gunslinger doesn't have any Corruption yet and used his Shield token to block the 2 from the Undead General earlier, this card has no effect for him. Put the card on the bottom of the Corruption deck.

As we speak about healing – be careful, there are not many healing opportunities in Grimcoven, so often even healing 1 or 2 wounds is a really good option!

## Evolution step

### 1. Lament spending

Each Hunter may spend their tokens. This may be done simultaneously.

You may spend Lament either to discard Hunger tokens (if you have any) or to progress on the Corruption track.

When spending Lament for Hunger tokens, you discard a single Hunger token for each Lament spent.

When progressing on the Corruption track, Move forward one space for each Lament spent. Whenever you enter a space with a , you Evolve. To perform an Evolution, draw two Evolution cards. You may choose to keep one of them, or put both of them to the bottom of the Evolution deck to get a new die of any color (apart from orange – these are restricted Technomancer dice). If neither cards nor a new die suits you, you may spend an extra Lament to redraw the cards: put the previously drawn cards to the bottom of the deck and draw two new Evolution cards. Afterwards you may still choose to discard those cards and get a new die.

### Hunters' Lament spending

**Duality** spends 1 to advance 1 space on the Corruption track.

- After spending the first , when she reaches the , she draws two Evolution cards.
- Duality has plenty of Actions that need a symbol, so let's take a green die instead of an Evolution card.
- Put both cards on the bottom of the Evolution deck.
- Take a new green die from the common supply and place it on your Hunter tile.
- Afterwards, Duality spends one more to advance on the Corruption track and finishes on space 2.

**The Gunslinger** spends 1 to advance 1 space on the Corruption track.

- As he is on a , he also draws two Evolution cards.
- Let's assume that none of the cards fits the Gunslinger's Player, so he decides to spend 1 to discard those two cards and draw two new ones.
- Put the previously drawn cards to the bottom of the Evolution deck and draw two new ones.
- Now, it's up to you whether you would like to keep any of the cards or to get a new die. The best option for now would most probably be to get a new purple die for better protection from Status tokens or to get a card that improves your firepower.

### 2. Voluntary Corruption

After spending Lament, each Hunter may decide to voluntarily advance on the Corruption track. If you decide to do this, simply put your Corruption marker on the next available , but DO NOT resolve the Evolution! That way, you may reach your Corrupted Form sooner, though you will miss some of the Evolutions.

Let's assume that Duality decided to stay where they were on the Corruption track, but the Gunslinger succumbed to it – the Gunslinger Player should place their Corruption marker on slot number 4 of the Corruption track, but does not resolve another Evolution.

### 3. Discarding Lament

Lament is a powerful but fleeting force, so if you have any left at the end of this step, you have to discard it.

# Refresh Phase

## Refresh step

Now it's time to prepare for the next Round of the Hunt!

**Duality's Player performs the step below:**

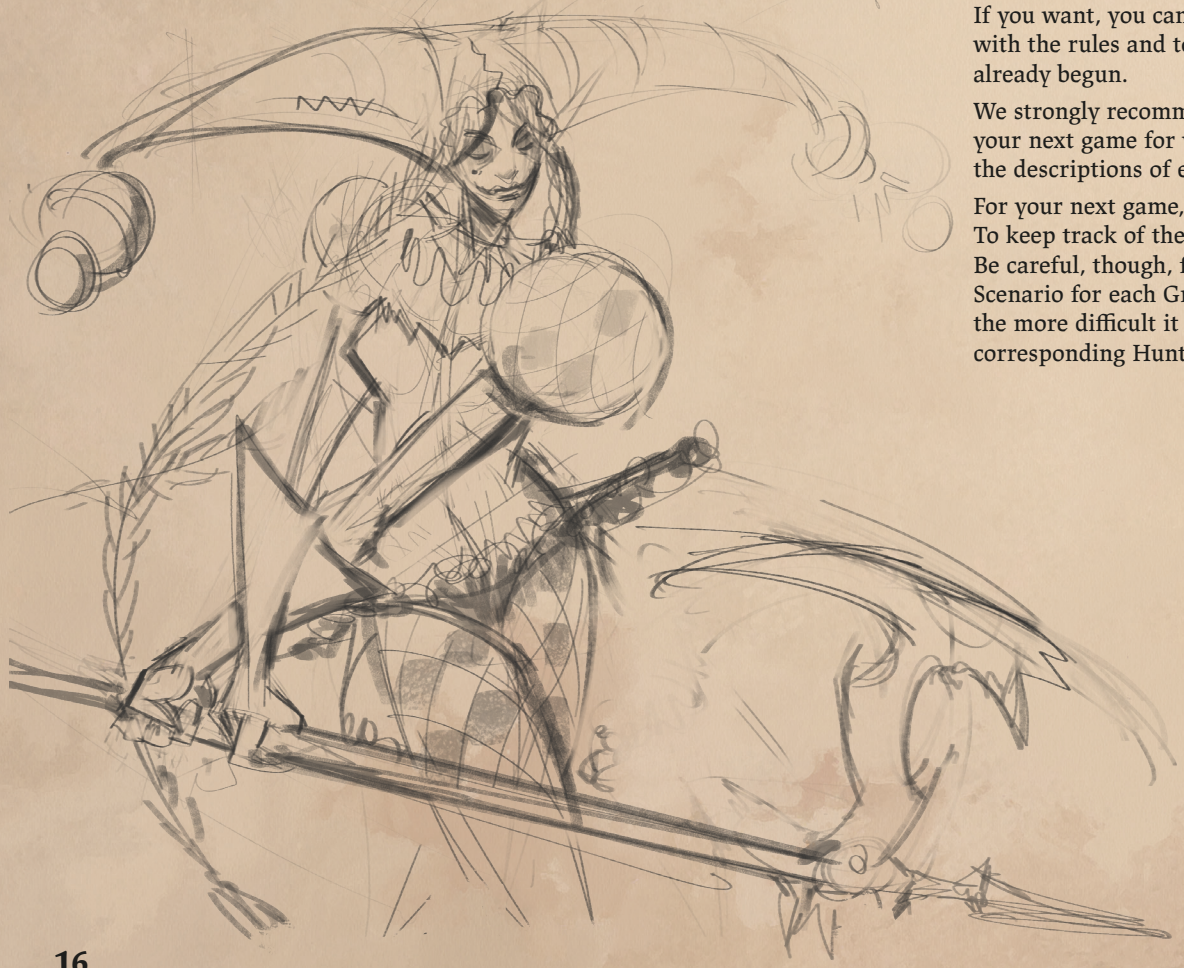
- Pass the First Player token to the Player on the left.

**All Players perform the steps below:**

- Collect all dice from Action slots and discard pools.
- Roll all collected dice and place them in the Active dice pool.
- Return the Assist tokens to the Players they belong to.
- Return the used Environment cards and place them next to the Map.

## Status step

- If any negative Status tokens are present (such as Burn, Stun or Curse), they may be removed by spending dice with ✡ symbols. To do so, discard any number of dice with ✡ symbols. For each symbol discarded this way, you may discard a single Status token.
  - Remember that you also have the Cleanse Basic Action that allows you to discard 2 Status tokens for a single ✡ symbol, but this may be done after the Status step so you'll have to suffer the negative Status effects before that.
  - If you discard your last Curse token, return the Curse card to the Secrets deck.
- Then, resolve the Curse Status effect as described on its card.
- If at any point you get Burn or Stun Status tokens, look for their description on page 22 of the Rulebook, which will explain them to you in details.



# Final rules

## How to win

You have to Remove all but two of the Griefbound Attack cards, then the Final Act triggers and you will face the Final Attack card. Only if you manage to survive this ferocious attack and Remove this card, you win. To find out more, read the Final Act rules in the Rulebook.

## How to lose

### 1. Out of time

If you have to draw an Event card, but there are no more Events in the Event deck, you run out of time. The Griefbound deemed you unworthy enemies and escaped, and the Scenario is lost.

### 2. Critical Injury and Hunter death

**When your Hunter is reduced to 0 💔 resolve the following:**

1. Heal 1 and discard all Status and Hunger tokens.
2. Draw and read a Secret card 2.

As long as you have a Secret card 2 (Critical Injury) next to your Hunter board, you are ignored by all Enemies and negative game effects. This includes all effects dealing ✖, Statuses, Hunger, Enemy targeting, Enemy attacks, Corruption deck effects, etc. If a Hunter drops to 0 💔 and there are no more Secret 2 cards to draw, the Hunter is dead and the Scenario is instantly lost. This changes during the Final Act (see Final Act on page 17 of the Rulebook).

# What's next

If you want, you can keep on playing this Scenario to get more acquainted with the rules and to see whether you manage to win the fight you have already begun.

We strongly recommend reading through the main Rulebook before playing your next game for you'll find there some extra rules, various game modes and the descriptions of each of the Hunters.

For your next game, you can choose from a wide range of available Scenarios. To keep track of the Scenarios you've already played, use the achievement sheet. Be careful, though, for the Scenarios have different difficulty levels. The first Scenario for each Griefbound is the easiest one, but the higher the number, the more difficult it gets. You will find the Scenarios for each Griefbound in their corresponding Hunt Books, along with their Griefbound-specific rules.